//Libraries

#include <stdio.h>

#include <cs50.h>

//Prototypes

int getValue();

void draw(int height);

//Decloration Loop

int main(void)

{

int height = getValue();

draw(height);

}

//Getting a Good Number

int getValue()

{

int a;

do

{

a = get\_int("Height: ");

}

while (a < 1 || a > 8);;

return a;

}

// Hash Drawing

void draw(int height)

{

for (int row = 0; row < height; row++)

{

for (int spaces = row + 1; spaces < height; spaces++)

{

printf(" ");

}

for (int hashes = height + row + 1; hashes > height; hashes--)

{

printf("#");

}

printf(" ");

for (int hashes = height + row + 1; hashes > height; hashes--)

{

printf("#");

}

printf("\n");

}

}